PLAYERS MANUAL

AMSTRAD 464/ SPECTRUM 48K

CREDITS

Z80 PROGRAMMED BY
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MUSIC
IMAGITEC DESIGN

LOADING MICROPROSE SOCCER

48 Spectrum
Place cassette in drive with chosen game. Label-side outwards type "LOAD" and press enter, then play on tape deck.

464 Amstrad
Place cassette in drive with chosen game label-side outwards, press CTRL and Little Enter. Start the tape and press Enter.

Player 1 v Player 2
Keyboard 1 v Keyboard 2

Weather	Off/On (outdoor game only)
Game Level	Oman (Rend for 6A side)
Banana Power	Lo/Med/Hi
Match Length	2/4/6/8/10/12 mins
Selection Mode	Auto/Man

PLAY THE GAME

LOADING AND SAVING GAMES –

Tape save: highlight the save option on the menu, mark the tape position, push record and play together and then press fire to select the save option.

Tape load: get your tape ready and then select the load option.

Disc save: select the save option, type the file name and press enter.

Disc load: select load option and type file name.

Each option is altered by highlighting, and then pressing fire to cycle through the available choices.

Most of these options are self-explanatory. However, here is a brief explanation of their individual functions:

SELECTION MODE

During a game, the player under your direct control can be selected automatically, in which case he's always the player nearest the ball; or manually, switching between the current player and the one nearest the ball by pressing the fire button. The latter case allows you to kick the ball on without automatically giving possession to members of your team who may be nearby.

WEATHER (OUTDOOR GAME ONLY)

Just like in real life, it rains on MICROPROSE SOCCER matches – complete with thunder and lightning. This has serious effects upon the movement of the ball and players, so if you don't fancy the challenge of playing on a wet pitch in torrential rain, set it to OFF

BANANA POWER

Adjusts the strength of the Banana Shot (described in detail later on) between HIgh, MEDium and LOw.

MATCH LENGTH

Matches can be either 2, 4, 6, 8, 10 or 12 minutes in length.

PLAYERS

The default option is player 1 v Player 2. This will cycle to allow player 1 or 2 v computer or even computer v computer.

CONTROL SELECTION

You may select your controls by cycling from Keyboard 1 – Keyboard 2. You will be able to use the Sinclair joystick as well. Note: Kempston joystick will be selected automatically if you have one plugged in. Amstrad owners: you can use normal joystick or keys.

KEYBOARD CONTROL

The Keyboard controls are as follows and work identicaly to the Joystick.

	KEYBOARD 1	
	Fire Z	
	Up Q	
	Down A	
	Left W	
	Right E	

SPECTRUM KEYBOARD 2		AMSTRAD KEYBOARD 2
	Fire M	FULL STOP
	Up O	P
	Down L	L
	Left U	O
	Right I	I

CONTROLS

MICROPROSE SOCCER players have a wide range of movements, accessed by joystick commands with and without the fire button being pressed. With the joystick button un-pressed, the eight joystick positions direct the player around the field accordingly.

The control method has three different modes of operation, depending upon whether:

a) The ball is in free play
b) Your player is in possession of the ball
c) The opposition have the ball

a) Guide your player around the pitch in an attempt to capture the ball, using the normal joystick directions. The player automatically gains possession of the ball on contact, and runs with it until possession is lost. If the fire button is depressed when the player makes contact with the ball, it is volleyed a short distance in the direction faced by the player.

b) Here, your player automatically runs and dribbles with the ball, kicking it only when fire is pressed.

There are a variety of different kicks available to the player, depending upon the position of the joystick and the length of time the fire button is depressed. A short kick is achieved by jabbing the fire button, while a full-strength kick is released automatically by holding the fire button down.

Whenever fire is pressed, the joystick no longer controls the direction of the player, but allows the choice of shot to be selected instead. To make a shot, press the fire button and immediately move the joystick to the desired position:

Joystick forward – volleys the ball in straight line.
Joystick left/right diagonal – banana shot. Causes the ball to curl left or right, accordingly.
Joystick central – player performs a chip shot.
Joystick back – player performs a brilliant Pele-style backwards overhead kick.

NOTE: The direction of shot is relative to the direction in which the player was moving immediately before pressing the fire button. For example, with your player moving in a South-West direction, a banana shot curling from left to right is initiated by pressing the fire button and pulling the joystick straight down.

c) If the opposition manage to get hold of the ball, you'll have to try and tackle the player in possession. Whenever your player is close enough, pressing fire causes him to attempt a sliding tackle. This only occurs when your player is moving, however.

If your player makes contact with the ball, it is kicked into a free-play situation and can be collected; if the challenge is unsuccessful, the opposing player merely retains possession.

NOTE: Attempting sliding tackles in the wet can have unpredictable results!

Whenever an opposing player approaches the goal, a buzzer sounds signalling that you now have control over the goalkeeper. In this case, different rules apply: pressing the fire button causes the goalie to dive for the ball as below:

Joystick right – goalie dives to the right
Joystick left – goalie dives to the left
Joystick centred – goalie jumps up in the air
The goalie also has a higher priority in ball collection; any contact with the ball gives him possession over other players.

CORNERS

Pressing the button releases the ball.

THROW-INS

Throw-ins may be directed in one of three directions: diagonally left and right, plus forward.

GOAL KICKS

Whenever the goalkeeper gains possession of the ball, plays is restarted by a goalkick from the correct section of the goal area. To indicate goalkeeper is in possession a net will appear in top left corner of screen.

KICK-OFF

When play is first started, or restarted after half time or a goal, a press of the fire button causes one player to tap the ball to the other, who then has full control over the ball.